

SABOTEUR II by Clive Townsend

STANDARD CONTROLS

A	Joystick UP	CLIMB UP, or KICK if still
Z	Joystick DOWN	CLIMB DOWN, or DUCK if still
M	Joystick RIGHT	MOVE RIGHT
N	Joystick LEFT	MOVE LEFT
SPACE	Joystick FIRE	THROW/USE/TAKE object, or PUNCH if none

If you press MOVE + UP you will perform a RUNNING JUMP.

If you press MOVE + PUNCH you will perform a FLYING KICK.

THROW + UP or THROW + DOWN will AIM your throw.

Press TAKE when there is an object in your NEAR DISPLAY, and the NEAR object will become HELD.

FIRE drops you from the HANG-GLIDER.

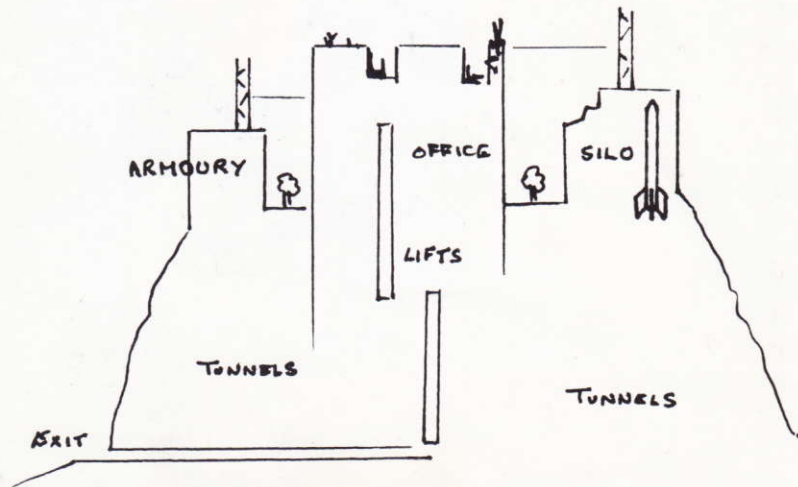
UP allows you to climb onto and start the MOTORBIKE, providing you are standing next to the seat and facing the same direction as the bike.

UP or DOWN when you are standing in the centre of a LIFT platform starts it moving.

USE operates the control TERMINALS.

THE COMMAND CENTRE

The dictator's new command centre and office complex is being built on top of a mountain filled with underground tunnels and caverns. An armoury building is on the top left of the mountain, and a missile silo is on the top right. The central top area is still being developed. There is only one way out of the mountain, which is the long entrance tunnel on the bottom left, sometimes protected by an electrified perimeter fence. This site covers over 700 computer screens. On the stolen disk, the rebels have found a small outline map...



QUICK START INSTRUCTIONS

Drop into building. Watch out for pumas and android guards. Search through the command centre for boxes of supplies (these contain the objects that appear in your HELD display). Check each box for pieces of PUNCHED TAPE (and remember its location for later games). You get paid for killing guards and pumas, collecting tape, and escaping. Get down towards the bottom centre of the underground caves (use the lifts if time is short) where you will find a motorbike on which you can drive to safety.

SCREEN DISPLAYS

The HELD DISPLAY shows the object that you are carrying and ready to throw.

The NEAR DISPLAY shows nearby objects that you can pick-up or use. If you press the TAKE control when an object is shown in the NEAR DISPLAY it gets swapped with your HELD DISPLAY. The objects are mainly stored in boxes, some of which may be filled with many items. Each time you press the THROW/USE control you will swap the object at the top of the box with your current object which goes to the bottom. Some items cannot be seen distinguished in the dark and are shown as QUESTION MARKS. If you take one and it is punched tape it will automatically be added to your collection, otherwise it will be some kind of throwable weapon (eg: a rock) and will go into your HELD DISPLAY. Search through ALL THE OBJECTS in a box (when the word "NEAR" will change colour) to check for punched tape. Note that these boxes will be in the same place with the same objects at the start of all missions, so use a low skill level to find their location in the building. When a box is empty your NEAR DISPLAY will show the top of the box with an arrow above it.

The TIMER ticks down the time till the missile fires. On higher skill levels (or "selected missions") you will need to collect sufficient punched tape to be able to operate the terminal next to the missile before blast-off, in order to redirect its flight path (and score a large bonus). If you care for your life (and extra pay) you should also try to escape before blast-off.

The PAY DISPLAY shows your earnings in US dollars. You get paid for collecting punched tape, redirecting the missile (by using the control terminal next to it), fighting with pumas and guards, and escaping.

The RED BAR below the PAY DISPLAY shows your energy level. This will go down when you get burned, when you fight, fall, drown or get bitten; but it will go up if you stand still. If you run out of energy you die.

Pieces of PUNCHED TAPE will appear one piece at a time between the pay display and your energy display. When you have enough pieces to redirect the missile the last one changes colour to GREEN. On skill level 1 you are not asked to redirect the missile, so all the tape you collect will be white.

CONTROL TERMINALS

In various parts of the complex you will find computer control terminals (waist high) which sometimes have a video display on the wall behind them (not in the caves). Move to the centre of a terminal and press the USE control to operate it. Terminals control the lifts, the missile, and the electrified perimeter fence.

FIGHTING

The PUMAS will snap at your heels and cause your energy to run down. You may jump over them, or kill them either by throwing objects at them (remember to press the DOWN control at the same time as the THROW control), or by crouching down and punching them in the teeth. It is rumoured that the dictator also uses vampire bats.

All the ANDROID GUARDS have throwing knives, a flame-thrower, and may resort to unarmed combat (punching and kicking). They are inhuman, very strong, and unlikely to be killed by a single blow. Try throwing a knife at them first, then give a hard flying-kick, followed by a couple of low punches. If a guard throws a knife at you or shoots at you, you can DUCK down out of the way, or try to somersault out of trouble. They can't follow you over a change in floor level. It is rumoured that the dictator has a source of infinite energy somewhere deep underground.

SKILL LEVELS

Unless a friend tells you the code words, you will only be able

to play at the lowest skill level until you have completed that mission successfully. After each successful mission you are given the code word for the next more difficult one.

The skill levels or "missions" require you to complete increasingly more hazardous tasks and collect extra pieces of tape (14 maximum).

SCORE

Puma hit	20
Puma killed	100
Guard hit	20
Guard killed	100
Redirect missile	5000
Escape	5000
Bonus for completing mission	10000

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